**Lesson Plan: Learn About the Best Team Ever – HAJDUK SPLIT**

**Target Group:** EFL students (A2–B1 level), ages 13–17  
**Subject(s):** English, Media Literacy, Cultural Studies  
**Duration:** 45–60 minutes  
**Materials:** Poster with QR codes, smartphones, projector, Wi-Fi  
**Learning Objectives:**

* Expand vocabulary related to football and fan culture
* Practice reading and listening comprehension using digital content
* Foster intercultural exchange and pride in local heritage
* Develop digital and critical thinking skills through interactive quizzes

**Lesson Stages**

**1. Warm-up / Brainstorm (10 min)**

* Ask students: *What do you know about football fan culture?*
* Discuss local clubs and their values (introduce Hajduk Split briefly if unfamiliar).
* Show the **poster on screen or printed** and let students guess the topic.

**2. QR Code Exploration (15–20 min)**

* In pairs or small groups, students **scan QR codes** (one per group or rotate).
* Each QR code leads to a different type of content:
  + Italian version – possible comparison with Italian fan culture
  + English version – the main text about Hajduk
  + German version – adds a multilingual, intercultural dimension
  + Quiz – checks understanding in a playful way
* Students take notes: 3 facts they learned about Hajduk, 1 thing that surprised them.

**3. Group Presentation (10 min)**

* Each group shares their key takeaways with the class.
* Teacher facilitates and adds cultural/historical context where needed.

**4. Follow-up Vocabulary Game (5–10 min)**

* Teacher writes new vocabulary from the activity (e.g. club, fans, loyalty, tradition, heritage, anthem).
* Quick taboo-style guessing game

**How to Play:**

A set of **cards or slides** with:

* + A **target word** (e.g., *stadium*)
  + A list of **3–5 taboo words** (e.g., *match, fans, football, field, seats*)

#### **Setup:**

* Divide the class into **teams** (2–4 players per team).
* One student from the team draws a card (or is shown a word with taboo terms).
* They have **1 minute** to describe the word to their teammates **without saying** the taboo words.
* If a taboo word is said, that round is over or a point is deducted.
* The team guesses as many words as possible within the time limit.

#### **Example Card:**

* **Target word:** *Hajduk*  
   **Taboo words:** Split, team, football, fans, club
* Clue might be: "It’s the most beloved sports group in Dalmatia. Their anthem is famous. They wear white."

**Wrap-Up and Reflection (5 min)**

* Reflect: *What did you learn about Hajduk that connects to your identity or values?*
* Optional exit ticket: "Hajduk is more than football because…"

**Assessment**

* Participation in group work and quiz
* Oral presentation of findings
* Vocabulary usage in reflection

**Credits:**       Writing supported by ChatGPT, an AI developed by OpenAI, with educational guidance by Dajana Jelavić.